Magic Tetris

User manual

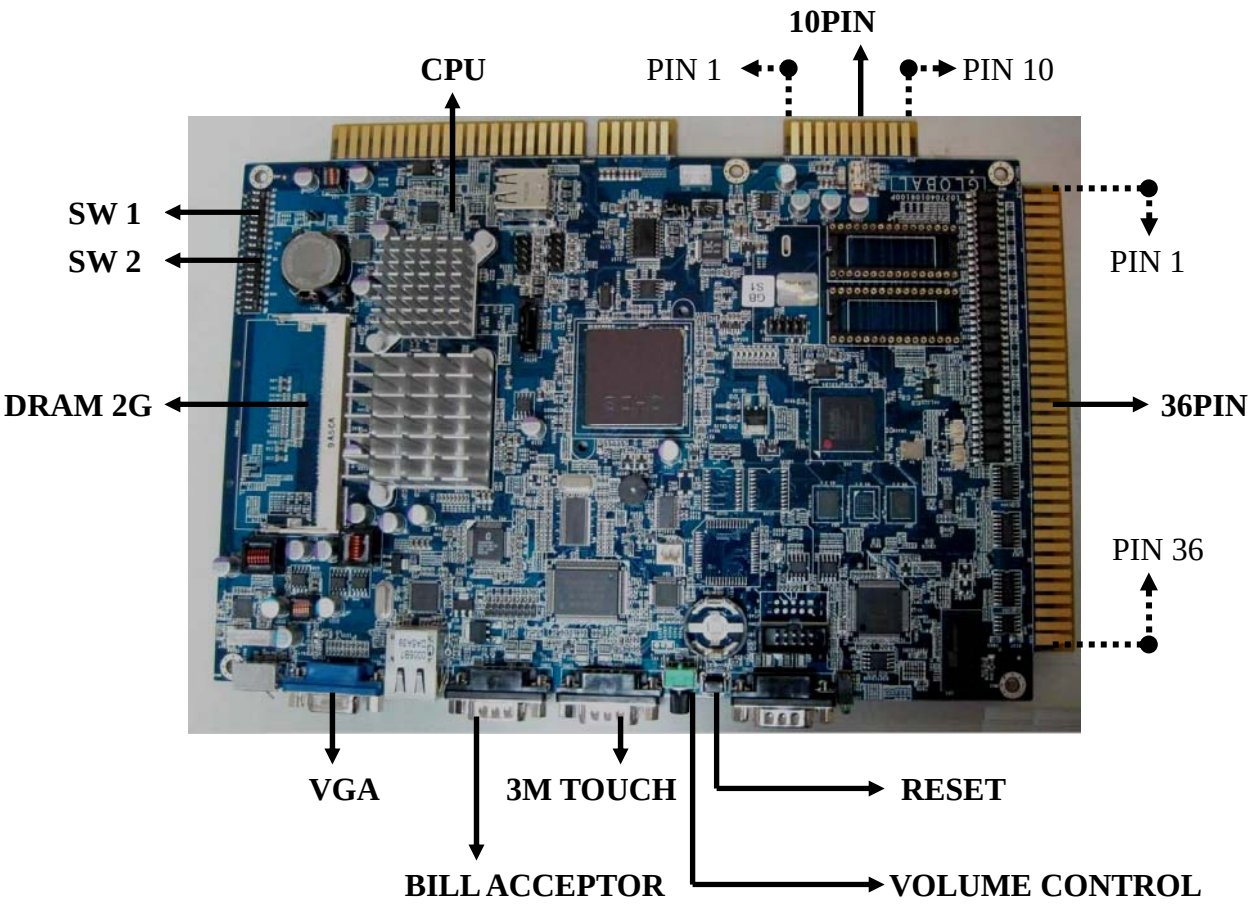
Version：International Standard

Global Game Co., LTD

Game Introduction

Game features	
Mode	5 reels 25 lines 3 Jackpot 1 Bonus game 1 Free game Encouraging higher wagers
Resolution	XGA
Joker	Broom symbol
Tetris drop feature	Get one row with “Broom” symbol with no winning; the whole row will be swept. Then the upper rows will fall to fill the empty row. If won, symbol of won will be swept and upper symbol will drop until lose. It is similar with “Tetris”. Unexpected how points you can get.
Max bet	450
Touch function	available

Interface



Notice:

＊Do not open the metal box or remove any parts；Otherwise, damage may cause to your pc board, leading to machine failure.

＊Please set up the Voltage on 4.7V~5.2V

10 Buttons :

36 PIN	COMPONENT SIDE A	SOLDER SIDE B	36 PIN
1			1
2			2
3	Speaker	Speaker GND	3
4	Stop 1 / Take		4
5	Stop 2 / Left		5
6	Stop 3 / Double		6
7	Stop 4 / Right		7
8			8
9	Start / All Stop / Auto		9
10	Stop 5 / Line		10
11	Bet		11
12	Max Bet		12
13	Odds		13
14			14
15			15
16	Call Attendant		16
17	Door Alarm		17
18	Coin In	Key In	18
19		Bill In	19
20	Account	Test	20
21	Pay out	Key Out	21
22		Hopper Sw (Ticket Sw)	22
23			23
24	Key In Meter		24
25		Call Attendant Lamp	25
26	Coin In Meter		26
27	Pay Out Meter		27
28	Key Out Meter	Inhibit	28
29	Start / All Stop / Auto Lamp	Stop 1 / Take Lamp	29
30	Stop 5 / Line / Lamp	Stop 2 / Left Lamp	30
31	Bet Lamp	Stop 3 / Double Lamp	31
32	Max Bet Lamp	Stop 4 / Right Lamp	32
33	Odds Lamp		33
34	Pay out Lamp		34
35			35
36	GND	GND	36

10 PIN	COMPONENT SIDE A	SOLDER SIDE B	10 PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6			6
7	Hopper SSR (Ticket SSR)		7
8			8
9			9
10	GND	GND	10

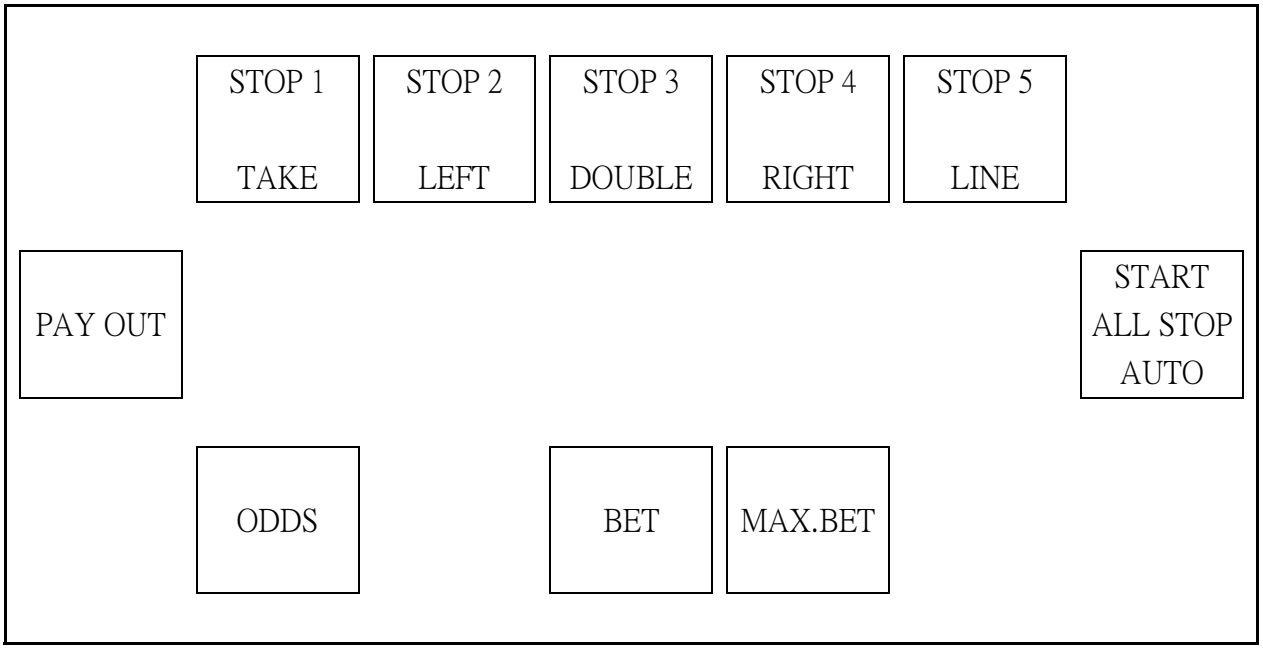
6 Buttons :

36 PIN	COMPONENT SIDE A	SOLDER SIDE B	36 PIN
1			1
2			2
3	Speaker	Speaker GND	3
4			4
5			5
6			6
7			7
8			8
9	Start / Auto / All Stop		9
10	Left / Stop 1		10
11	Bet / Stop 5		11
12	Take / Max Bet / Stop 4		12
13	Double up / Line / Stop 3		13
14			14
15			15
16	Right / Odds / Stop 2		16
17	Door Alarm		17
18	Coin In	Key In	18
19	Call Attendant	Bill In	19
20	Account	Test	20
21	Pay out (Ticket out)	Key Out	21
22		Hopper Sw (Ticket Sw)	22
23			23
24	Key In Meter		24
25		Call Attendant Lamp	25
26	Coin In Meter		26
27	Pay Out Meter		27
28	Key Out Meter	Inhibit	28
29	Start / All Stop / Auto Lamp		29
30	Left / Stop 1 Lamp		30
31	Bet / Stop 5 Lamp		31
32	Take / Max Bet / Stop 4 Lamp		32
33	Double up / Line / Stop 3 Lamp		33
34	Right / Odds / Stop 2 Lamp		34
35			35
36	GND	GND	36

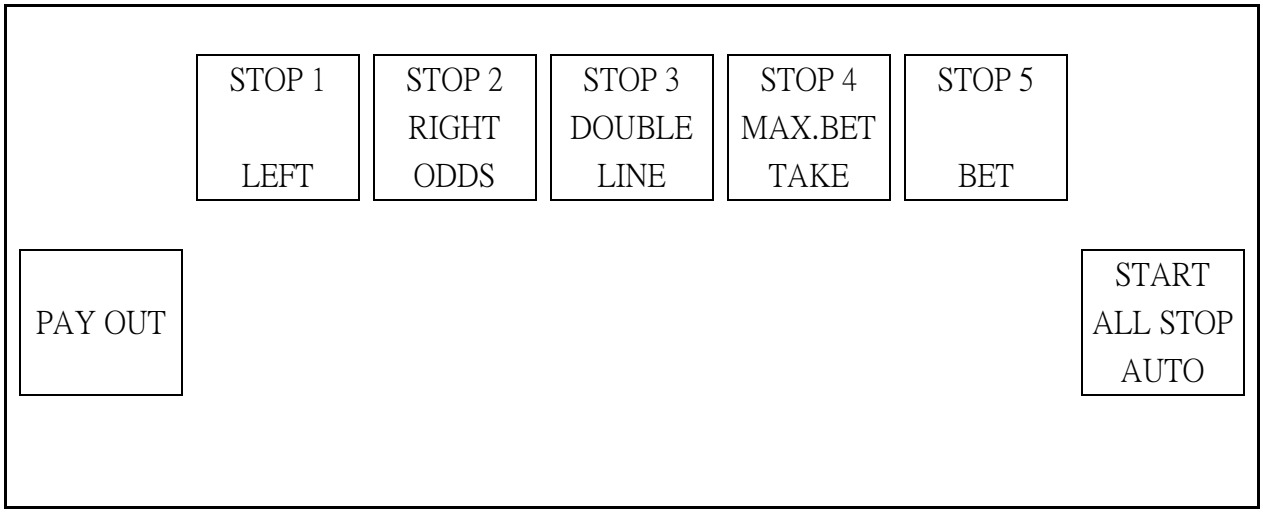
10 PIN	COMPONENT SIDE A	SOLDER SIDE B	10 PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6			6
7	Hopper SSR (Ticket SSR)		7
8			8
9			9
10	GND	GND	10

Button

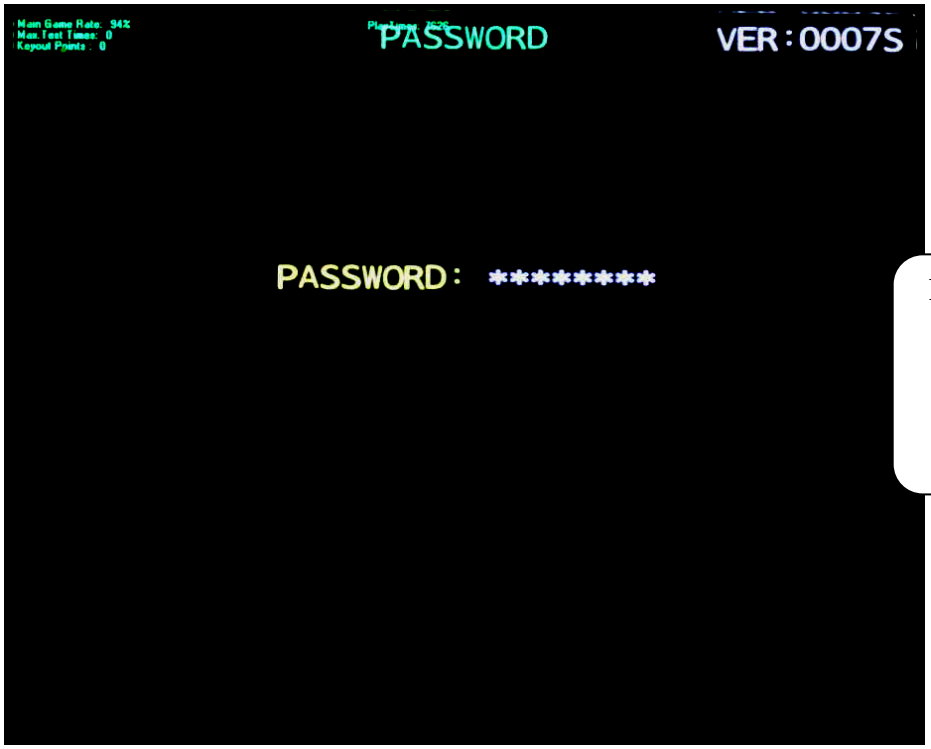
10 BUTTONS



6 BUTTONS

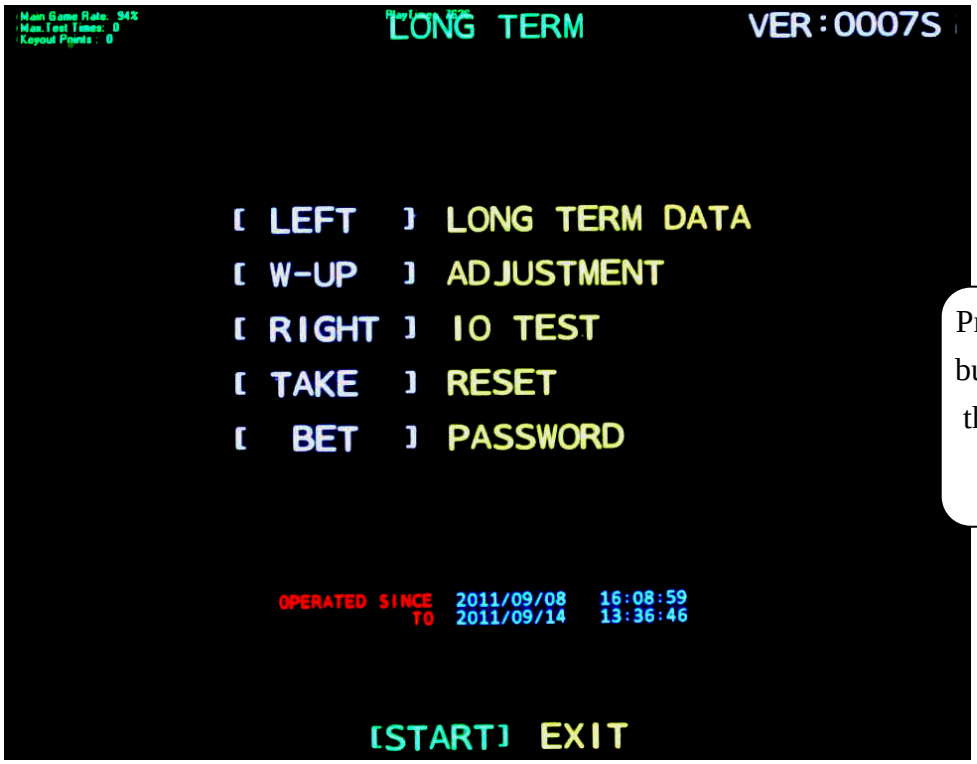


PASSWORD ENTRY



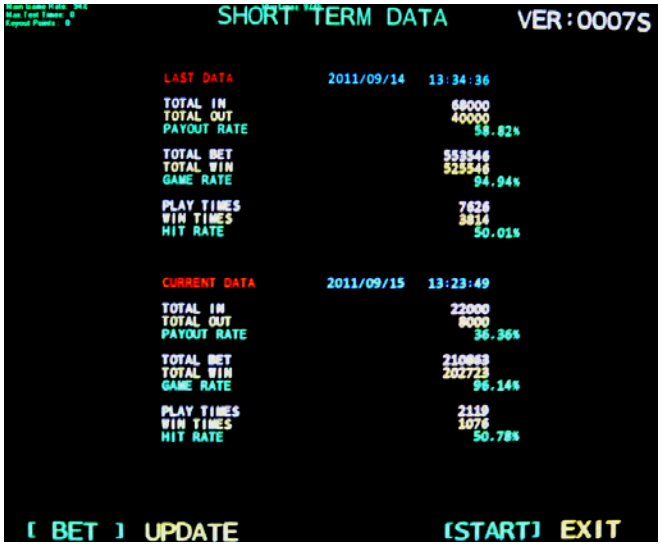
Press start 8 times to enter system menu.

System menu



Press the corresponding button to select the item that you want to adjust

LONG TERM DATA



ADJUSTMENT:

I/O TEST

Data Setting List

Content	System setup	Default
Credit Limit	5000, 10000 , 20000 , 30000, 50000 , 80000, 100000 , 200000 , 300000, 500000	10000
Max. Bet	1(25),2(50),3(75),4(100),5(125),6(150),7(175),8(200),9(225),10(250),15(375),20(500)	20(500)
Min. Bet	1 , 25, 50, 75, 100, 125, 150, 175, 200, 225, 250, 275, 300, 325, 350	1
Win, Bet For Jackpot	1, 25, 50, 75, 100, 125, 150, 200,	25
Coin Unit	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000, 3000, 5000	100
Bill Unit	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000, 3000, 5000	100
Keyin Unit	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000, 3000, 5000	1000
Keyout Unit	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000, 3000, 5000	1000
Payout (Ticket)Unit	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000, 3000, 5000	100
Demo Music	No , Yes	No
Double Game	No , Yes	Yes
Win To	Point , Credit	Credit
Play point	No , Yes	No
Hopper Sentor	Normal Low , Normal High	Normal High
Inhibit	Normal Low , Normal High	Normal High
Main Game Rate	90% , 91% , 92% , 93% , 94% , 95% , 96% , 97% , 98%	94%
Double Game Rate	94% , 95% , 96% , 97% , 98%	96%

The Reset function is clean the bookkeeping only.

To clean bookkeeping and setup default, please press reset button on PCB.

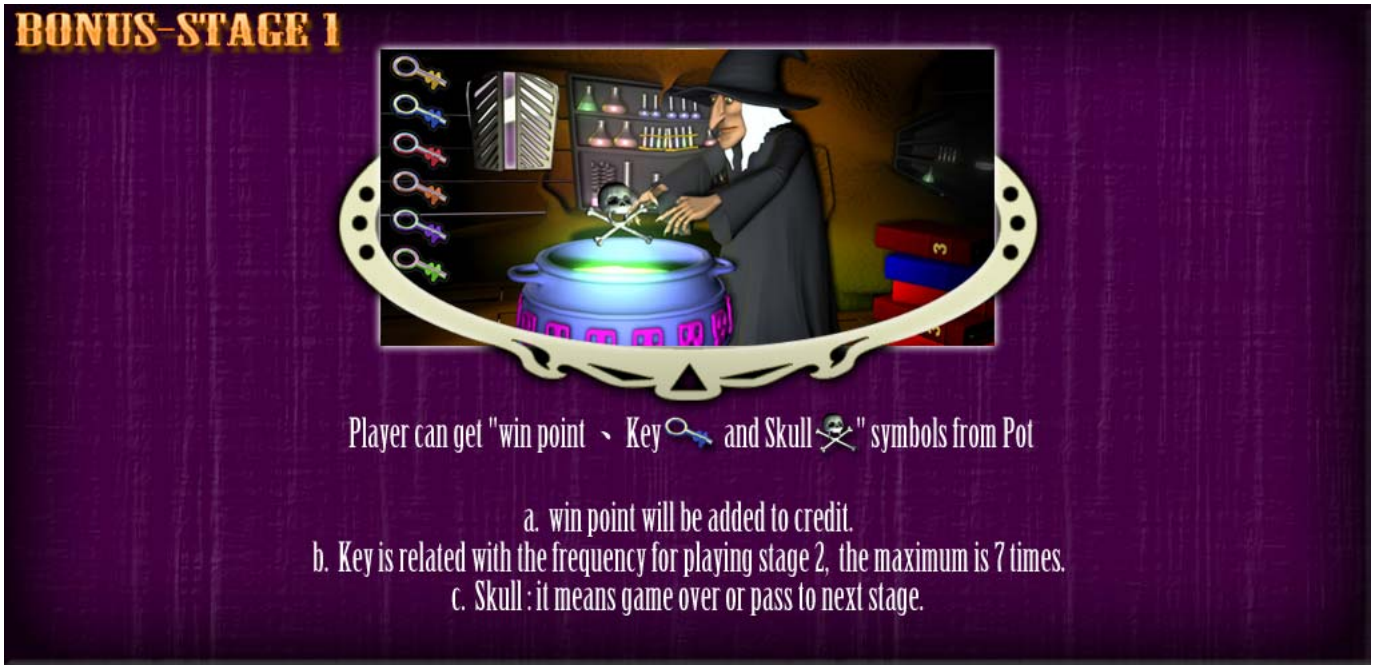
DIP SWITCH SETTING :

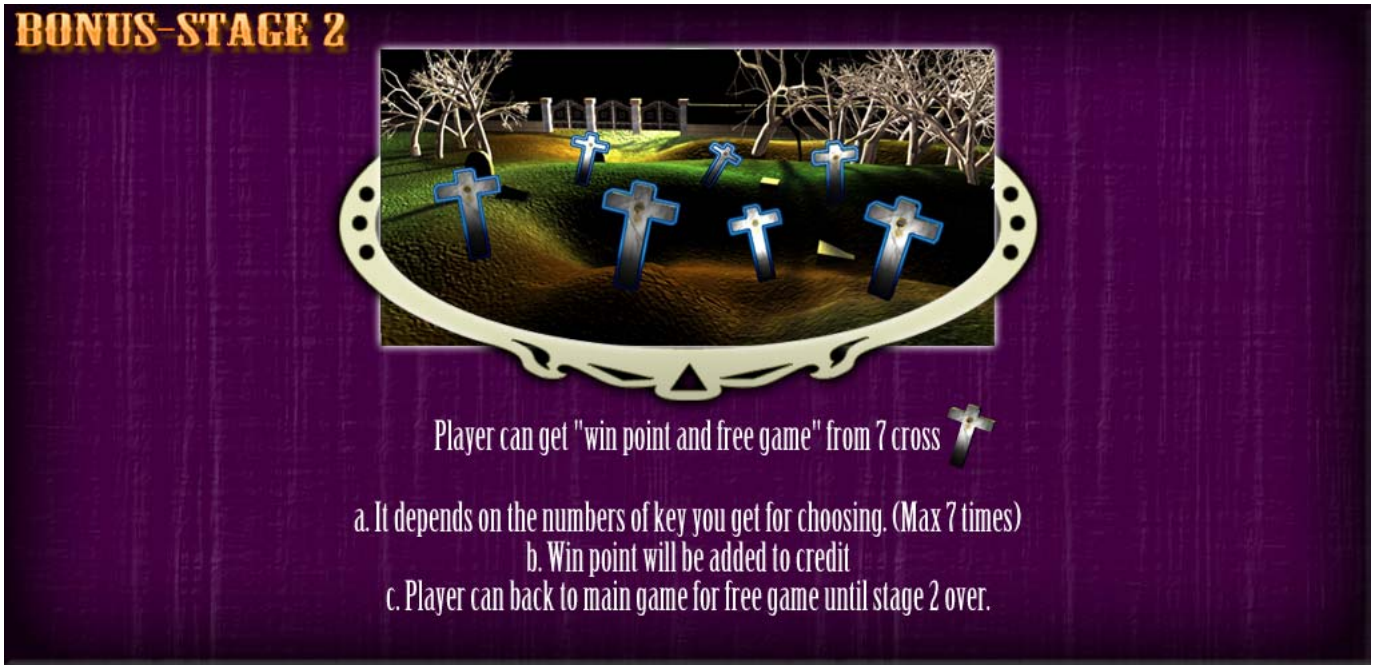
DIP SWITH 1		1	2	3	4	5	6	7	8
3M TOUCH FUNCTION	RS232	ON							
	PULSE	OFF							
BILL ACCEPTOR	RS232		ON						
	PULSE		OFF						
BUTTONS	10			ON					
	6			OFF					

MAIN GAME

5 reels 25 lines

BONUS GAME :


BONUS-STAGE 1
Player can get "win point 、 Key and Skull " symbols from Pot
a. win point will be added to credit.
b. Key is related with the frequency for playing stage 2, the maximum is 7 times.
c. Skull : it means game over or pass to next stage.


BONUS-STAGE 2
Player can get "win point and free game" from 7 cross
a. It depends on the numbers of key you get for choosing. (Max 7 times)
b. Win point will be added to credit
c. Player can back to main game for free game until stage 2 over.

SPECIAL FEATURE :

JOKER

SPECIAL FEATURE
Get one row with "Broom" symbol and no win, the whole row will be swept ,
Then the upper rows will fall to fill the empty row.
if won, symbol of won will be swept and upper symbol will drop, until lose.
it is similar with "Tetris". unexpect how points you can get..very exciting game

PAY CHART

Pay chart illustration

ODDS TABLE

JACKPOT

JACKPOT
5 Five-in-line wins a 100% Jackpot 1
4 Four-in-line wins a 50% Jackpot 1
3 Three-in-line wins a 25% Jackpot 1
5 Five-in-line wins a 100% Jackpot 2
4 Four-in-line wins a 50% Jackpot 2
3 Three-in-line wins a 25% Jackpot 2
5 Five-in-line wins a 100% Jackpot 3
4 Four-in-line wins a 50% Jackpot 3
3 Three-in-line wins a 25% Jackpot 3

ENCOURAGING HIGHER WAGERS – 25 LINER
JACKPOT
MIN TOTAL PLAY FOR JP
10
50
JACKPOT
50%
100%
Win paid from left to right and right to left
Play Lines
Line Play
Total Play
Win Lines
25 → 1 → 25 → 1~10
25 → 2 → 50 → 1~25